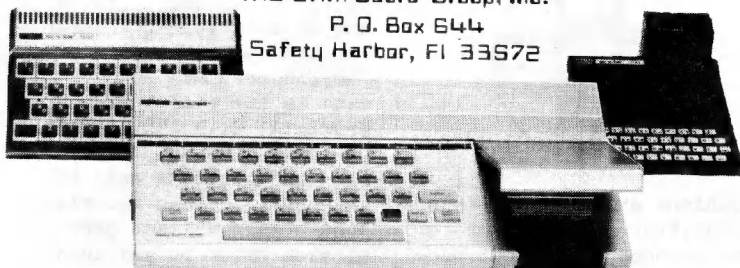


KEYBOARDS...

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Tampa And Suncoast Bay Area Microcomputer

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VOL 3, NO. 2

Serving TIMEX, sinclair And Other Microcomputers

MAR. - APR.
1985

View From RAMTOP

Where is TAS BAM going in the near future. As those who were present at the Largo meeting in February, Mel Routt told us that TAS BAM is beginning to receive some international recognition. Examples presented were contacts from various T/S groups from the U.S.A. and Canada in the form of their newsletters or letters. It seems our address is also published in some computer books.

We were pleased to have a guest, Mr. Richard Hillman, at the TAS BAM meeting in Largo in February. Richard is attending school in Largo while his parents are living in England. He has a TS 2068 but previously owned a Spectrum. Information on the Spectrum was shared with us. Richard will be visiting home in England in the summer and has promised to bring us some English publications.

What all this means, in addition to the renewed growth of interest by the third-party software and hardware companies and the introduction of disk systems, is that our corporation needs to be that growing, functioning, tool for education it should be. The leadership that has been driving TAS BAM all along recognize this and are calling for by-laws committees, functioning libraries, and regular elections so that we can have new leadership with the fresh ideas such an operation demands.

If you wish to help in this very important step, please contact us by writing TAS BAM at our P.O. Box, or contacting the officers at meetings.

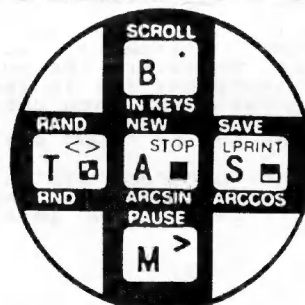
In the next issue, TAS BAM will be bringing you news on the Q.L. by Sinclair and new firms that are beginning to supply the software for the Q.L. and Spectrum.

Speaking of meetings, if you are among the missing, the occurrence of wafer drives and disk drives (Frank ordered one) in our group has created some real interesting programs. There is even some talk that a number of members are showing weakness in trying to stop from ordering the Q.L.

The next few months show promise of being exciting around TAS BAM and we really would like to see attendance at our meetings build to a level that will provide the continuation of new members and ideas. TAS BAM is the membership at large, including members who live out of the Tampa Bay area and across the nation.

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MEETINGS

For the benefit of new members, here are the times and places of the existing meetings. Please attend the meeting convenient to for you each month. You are also welcome to attend all three if you so desire.

TAS BAM MEETINGS

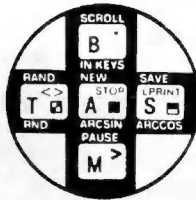
- St. Petersburg:
Second Saturday Evening
7:30 P.M.
Freedom Federal S&L
4th. Street & 62nd. Ave. N.
St. Petersburg
- Tampa:
Third Saturday each month.
1:00 P.M. Sunday Sch. Bldg.
Rome Avenue Baptist Church
6815 North Rome Avenue
Tampa
- Largo:
Fourth Saturday each month.
2:00 P.M.
Largo Public Library
351 East Bay Drive
Largo

Time and place of these meetings may be changed in the future.

KEYBOARDS:

is the official publication of the TAS BAM USERS' GROUP, INC. The frequency of publication is to be bi-monthly or as funding permits. Subscriptions are \$15.00 annually or are included in membership in the Users' Group. Annual Single or Individual membership dues are \$15.00 and Family memberships are \$25.00.

The following fees are currently in effect regarding advertising space in this publication: Display ads: \$50/Full Page, \$30/Half Page, \$20/1/4 Page, \$15/Eighth Page.



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KEYBOARDS/TAS BAM reserves the right to change format, size or fees associated with this Newsletter at any time without notice.

DEADLINE DATE FOR "KEYBOARDS"...
Now the end of every other month
In other words, the end of Jan.,
March, May, July, Sept. and Nov.

NEW CLASSIFIED RATES ARE \$3.00
FOR THE FIRST THREE LINES. ADD
\$1.25 for each additional line.

PROGRAM

***** DO-WHILE *****

By Barry Lindstrom

This DO-WHILE routine is a translation of PASCAL'S DO-WHILE into BASIC. It starts at LINE 20 with the opening of an unusual FOR-NEXT loop -- the upper and lower limits of the control variable "U" are equal. Sinclair BASIC performs a FOR-NEXT loop once, at least, and when it reaches the "NEXT" statement, it adds one (or whatever the optional "STEP" statement is) to the control variable and then checks to see if it exceeds the upper limit set by the "FOR" statement.

This demo program subtracts a random number from the variable "C" while C>0. LINE 10 sets up the demo.

```
10 LET C=10
20 FOR U=0 TO 0
30 IF C>0 THEN LET U=1
40 IF U THEN LET C=C - INT
   (RAND * 3)
50 IF U THEN PRINT "THE VALUE
   OF C IS NOW ";C
60 IF U THEN LET U=-1
70 NEXT U
```

The control variable of the loop is also used as a "FLAG". A FLAG is a variable used to indicate the status of a changing condition. In this case, it tells us when "C" is greater than zero.

If "C>0", then "U" is set to the value "1" (logical true). Since "U" is true, each of lines 40-60 are done. Yes, as funny as they may look, they work.

LINE 60 resets "U" to zero in preparation for LINE 70. This line increments, or adds one to "U", and then checks if it's greater than the upper limit "0". Because it isn't, control goes back up to LINE 30.

This process continues as long as "C>0". When "C" is finally reduced to "0", the variable "U" is not set to "1", but remains "0" (logical false). Then every line that starts "IF U THEN..." is skipped, including LINE 60, which otherwise would have made "U=-1".

Because "U" is still "0" when it gets to LINE 70, it is incremented to "1" and compared to the upper limit of the loop (zero). Because "U" is now equal to "1", control passes on to the rest of the main program.

This technique of using a FLAG to indicate when something is to be done is not limited to the inside of a loop, but may be used freely throughout a program.

... Barry Lindstrom

NEWS SUMMARY

***** INFO ON NEW PRODUCTS *****

For the benefit of those of you who do not have access to some of the catalogs, there are currently, two disk drives available for the T/S 1000 and 1500. One is manufactured by AERCO and the other by COMPUSA. AERCO and RAMEX also have disc drives for the T/S 2068. Another disk system is being developed by John Oliger and Ray Kingsley and is expected to be released in the near future.

You may be familiar with the A&U Stringy floppy for the T/S 1000 and the T/S 2068. There is also a two drive wafer system which comes with an OMNI/EMU cartridge for the T/S 2068 now available from Damco Enterprises. It makes the T/S 2068 system a Spectrum with wafer drives and will not run T/S 2068 programs.

U.M.J. Data Systems has blank cassettes with plastic case and blank labels at 10 for \$9.50 ppd.

The new Zebra Systems, Inc. catalog lists a KODAK manufactured graphics tablet, a Zebra-Printer cassette and a Zebra graphics interface for the T/S 2068. This might be of interest for those who are into graphics and drawing. They also have a program for uploading T/S 1000 basic programs into the T/S 2068 and making them download as T/S 2068 programs. Zebra also offers a choice of three devices to operate Spectrum programs on the T/S 2068.

.....The Editors

IN DEPTH: PRODUCT DEVELOPMENT?

***** RUMOUR NOT RUMOUR?*****

In the last sales flyer from the supplier Games To Learn By, Inc. there was an announcement that Dave Higgenbottom has secured a loan for \$22 million which will now permit him to begin serious negotiations with Timex. If this is successful, Dave hopes six of his new computer models will hit the market within a year of the contract signing with Timex. Now the waiting game begins!

By the way, Games To Learn By has a new catalog out with sale specials on T/S 2068 & Spectrum software. Write for the catalog.

Games To Learn By, Inc.
P.O. Box 575
2 South Street
Williamsburg, Mass. 01096

TRAINING

** BITS & BYTES LEARNING CTR **

Your editor had an opportunity to tour the Bits & Bytes Computing Learning Center in Tampa. It was an impressive, professional approach at teaching learners at a fully staffed school. Nothing worth doing right is inexpensive and Bits & Bytes is no exception but for what is offered, it is a justified expense. They do not sell hardware but do have retail sales of software that is in the impressive \$100,000 software library.

Memberships are sold on charters, annual, monthly, daily and the student membership. Bits & Bytes had everything from MCR to Atari for members to learn on. Maybe we could get them to by a TS2068 or two? Members can check out a program and try it out before it is purchased. That alone makes B&B a good deal. By the way, the membership is for one year. Also there is a charge for time on a computer which varies depending on membership category. There is a discount on software offered to members in most categories.

In addition, B&B has classes in various subjects offered on a regular basis. The company has a newsletter to keep its members up to date on the events at the various centers of which B&B now has three.

Bits & Bytes Computing-Learning Center in Tampa, 2742 Fowler Ave

If you want to try out other and new technology, I recommend this company. If you want to learn computing for the Timex/Sinclair then call Frank and George and sign up for their basic course. The price is right for the Timex course!

*** SOFTWARE & SERVICES ***

Zebra Systems, Inc. has put out a 47 page catalog. Hardware and software sales are included. You should ask for the 1985 Winter/Spring Catalog. Write to Zebra:

Zebra Systems, Inc.
78-06 Jamaica Ave.
Woodhaven, NY 11421
(718) 296-2385

A "DO-IT-YOURSELF" OPTION

BEFORE YOU ADJUST YOUR HEADS....
CLEAN THEM....SAVE FRUSTRATION!

**** THE HIGGENBOTTOM RUMOR ****

by Will Becker

The unfolding Dave Higgenbottom rumor is long and involved, but here is the latest from all our "reliable" sources.

Christmas 1984: T-S HORIZONS is sure that Dave Higgenbottom has raised enough money to be able to acquire Timex computer plans for the T/S 2068 and begin producing the "Timestar" and larger capacity "Timepro" within a year of signing the contract with the remnants of Timex Computer Corp. Dave was also supposed to open a chain of "Little Computer Stores" all across the U.S.

March: GAMES TO LEARN BY, INC is sure that Dave has secured about \$22 million in loans which will allow him to begin negotiations with Timex. (As reported in this newsletter elsewhere).

February 1985: CAPITAL AREA T/S USERS GROUP (C.A.T.S.) telephone team went to work and released a report in the Jan.-Feb. issue of the C.A.T.S. newsletter, quote:

-David Higgenbottom talked with Timex at least half a dozen times in 1984 about buying the computer technology.

-David Higgenbottom did contact Timex in December to relay the fact that he had a new investment.

-As far as real negotiations with Timex, that is premature and no hard negotiations have ever taken place.

-Timex has a lot of interest in seeing the TS-2068 picked up by some group.

-Timex said that if a proper buyer presented a serious proposal, they would sell the TS-2068 rights.

-Timex did not poo-poo David Higgenbottom. As matter of fact they indicated that of all the interested parties, Higgenbottom is the most active and so far has the clearest plan for what he would like to see happen.

-Timex wishes Higgenbottom well and hopes he will be able to come to them with a complete package.

-But nothing firm exists as of this time...period.

Unquote, and there you have it!

What this said between the lines is that Timex is more than happy to deal with solid proposals. Go for it Dave! However, time will make rumor into fact, perhaps.

In the mean time, we look to the second party manufacturers and a ever increasing number of software houses to keep us going and operating these Timex computers.

**** TIMEX COMPUTER REPAIRS ****

E. ARTHUR BROWN CO. has lined up an technical service to service your computer and peripherals in need of repair. Just give them a call at 612/762-8847.

E. ARTHUR BROWN COMPANY
3404 Pawnee Drive
Alexandria, MN 56308

PUBLICATIONS

***** MUNCHERS *****

Do you remember a book titled CRUNCHERS: 21 Simple Games for the Timex/Sinclair 1000? If so, then good news awaits you. Yin Chiu, who is co-author and Henry Mullish, author, together bring a new and delightful software book for all ZX-81, T/S 1000, 1500 and 2068 users.

Published by McGraw-Hill Book Co MUNCHERS: The Ultimate Timex/Sinclair Games Book has just about everything you want for great arcade entertainment without an unreasonable five hours at your keyboard on just one program.

The book is designed for all of the Timex computers. There are 32 chapters and 4 appendixes. Each chapter gives you more than just a step-by-step approach of the game program. For example, chapter 31 titled "Crossfire", starts off with "The Game". These are the instructions on how to play. The next section give the program listing. The following sections are "Points of Interest" and "Possible Adaptations".

In the Preface, the authors give a background on the Timex/Sinclair computers. They describe to the reader what to expect out of the book. "The programs that we have devised take advantage of the popularity of video arcade games. Of the 32 original games that we have written, many are of the space-invader type. These will, no doubt, appeal to those who are tired of throwing their hard-earned quarters into arcade machines."

The reader, during program type-in, will notice how clear and easy it is to read each program. The listings do not have that photo-copy look to them. Instead they are well printed and the basic commands are in bold type. Also, at the beginning of the of the listing a screen sample is given so the reader can see how the program looks.

MUNCHERS first two chapters pay special attention to the reader as to setting up and using the book. Chapters 1 through 5 are designated for the T/S 1000, and 6 through 25 are for the 1500. Chapters 26 through 32 are written especially for the T/S 2068 using sound, graphics, and some definer characters.

Ten programs have been tested prior to this review and only 1 proved faulty; the problem as of this writing has not been discovered. Two of the three games for the T/S 1000-1500 were tested and ran exceedingly fast. Due to the tremendous speed increase of the T/S 2068 vs. the T/S 1000 & 1500, it is recommended that some of the programs written for the T/S 1000 & 1500 that use the moving graphics be edited.

At the end of the book, the four appendixes cover:

- A- Saving Your Programs
- B- Keywords
- C- Graphics Symbols
- D- Keyboards

This book, in terms of software, is extremely user friendly. It contains almost every game the reader can think of. Hours of fun and intrigue will be enjoyed and those of you who own a 2068

CONT.

will enjoy Part 3- not just for those fantastic graphics and the booming sounds, but you'll also learn how to use secret programming aids that the 2068 is hiding from you. All in all, I highly recommend this book to anyone who owns a Timex Sinclair computer.

Submitted by Andy Hradesky

MUNCHERS-
The Ultimate Timex/Sinclair Games Book

Yin Chiu & Henry Mullish
McGraw-Hill Book Co. \$9.95
At your local book store now!

INNOVATION

***** BONUS ROLL *****

by Barry Lindstrom

Recently, while writing a game program, I came across an interesting problem which may be of interest. The idea is to assign bonus points according to a dice roll, with the provision that, if a six is rolled, the die is rolled twice more, thus giving a much greater bonus range than otherwise possible.

```
10 LET B0=0
20 LET BC=0
30 LET BR= VAL D$
40 IF BR<>6 THEN GOTO 70
50 LET BC= BC+ 2
60 GOTO 30
70 LET B0= B0+ CODE B$( BR )
80 LET BC= BC- 1
90 IF BC< 1 THEN RETURN
100 GOTO 30
```

This subroutine needs no input, but does refer to two string variables, B\$ and D\$. The first B\$, is a list of characters whose individual code values are the same as those assigned to die rolls one through five, inclusive. Example, IF B\$="CODES", then CODE B\$(1) through CODE B\$(5) would result in 40, 52, 41, 42, and 56.

The second, D\$, is Equal to "INT (RND *6) +1". I can then take the "VAL D\$" to simulate a dice roll.

The subroutine returns the variable "B0", which is the number of bonus points received. The last variable, "BC"(bonus count) is the number of dice rolls to be done. Try not to refer to this variable outside of this subroutine.

Lines 10 and 20 set the bonus points and the bonus count to zero. Line 30 "rolls the dice". Line 40 checks for a dice roll of six, and skips to line 70 if it isn't. If it is, then control passes to line 50, which raises the bonus count by two, and line 60, which jumps back up to line 30, to roll the dice again.

If the dice roll is not six, then line 70 adds an appropriate "CODE B\$" to the bonus. Line 80 subtracts one from the bonus count accumulated, and line 90 checks to see if there are any more rolls to be done, returning to the main program if not. Otherwise, program flow is sent back to line 30 to roll the dice again.

...Barry Lindstrom

*****REM*****

by Frank Leta

This month I am reviewing MSCRIPT Word Processor, sold by 21st. Electronics, 6813 Polk St. Guttenberg, NJ. 07093. Also being sold by Thomas B. Woods Co. P.O. Box 64, Jefferson, NH. 03583.

I've have been using MSCRIPT now for about three months and I have found this program to be very versatile and very powerful. Before I purchased MSCRIPT I had not even touched a word processor of any sort and to tell the truth I was a little scared of one. Many of the terms that are connected with word processing, (text block, buffer, control characters, cursor, imbedded commands, print fonts, format, justification,), just to name a few, are enough to scare anyone from word processing. So when my copy arrived I decided not to go right to the computer and load it but to take the user's manual and read it cover to cover at least twice before I put it into the computer. Well I was amazed how easy the manual was to read and understand and within the first few pages, the manual was telling you to load the program and get ready for word processing.

The manual, as I said is very well written and very easy to understand and does not contain a lot of terminology that is not fully explained. As for MSCRIPTS operation, it is just as easy to operate as the manual is to understand.

When you load MSCRIPT, the first thing you will see is the MSCRIPT Logo, and then an initialization screen from which the user may choose the color of screen, (paper), and the ink color. The choices are either, (1) Black paper/White ink. (2) Blue paper/Yellow ink. (3) Yellow paper/Blue ink. I like the Black paper/White ink combination. It gives the best screen display. (The screen display leaves a little to be desired, but can be coped with). After initialization, you go right to the TEXT ENTRY/EDIT SCREEN. From this screen the user can access the three other screens necessary to use MSCRIPT. These screens are the HELP MENU, PRINT MENU, and COMMAND MENU. The HELP and PRINT are accessed by pressing the FUNCTION KEYS, which are the CAPS SHIFT and SYMBOL SHIFT pressed together with either the "H" key for the HELP MENU or the "P" key for the PRINT MENU. Most of the FUNCTIONS are accessed in this manner. The COMMAND MENU is accessed by pressing the COMMAND KEYS which are the CAPS SHIFT and BREAK KEY pressed together.

From the COMMAND MENU the user can; Append documents, (build text from text already saved); Load and Save text; Restart MSCRIPT, (clear old text); Set tabs, (MSCRIPT has built in tab settings but they can easily be changed); Global Find and Change, (used for finding a word or string and changing all occurrences of the word or string).

From the PRINT MENU the user sets; Justification either on or off, (this function will make the right margin flush like the left margin.); Page Length, (number of lines per page.); Left margin; Line spacing, (number of lines between lines of text.); Page spacing, (number of lines between pages.); Line length, (number of characters per line.); Page number; and to tell MSCRIPT whether or not you are using fan fold or single sheet paper.

From the HELP MENU the user has access to all the FUNCTIONS available and the key to press to access that function, ie; Block begin/end mark; Delete character; Repeat last FIND command; Merge text blocks; Select Print Menu; Remove marked block; Cursor to top of text; Cursor to end of text; Copy marked block; Imbed printer command; Open insert block; Force new page; Sub delete mode; and Unmark block of text.

Remember the TEXT ENTRY/EDIT SCREEN? Well we are back there now. With this screen on your display you may begin adding text just like typing on paper. As you type you will notice when MSCRIPT reaches the end of a line and a word is

*****REM*****

by Frank Leta

longer than the rest of the line the word isn't chopped off but is brought down to the next line, this is a very strong feature of MSCRIPT known as WORD WRAP or WRAP AROUND. This is very nice because the user doesn't need to worry if a word will fit on a line because MSCRIPT worries for you. As you type you may make a few mistakes along the way, MSCRIPT has three ways of editing, 1-Overtyping text. This is the easiest method in that all you need to do is move the cursor to the mistake, (cursor movement is done by pressing CAPS SHIFT and one of the ARROW KEYS, the cursor can be moved anywhere on the screen), and typing the correct character or characters. 2-Deleting Text. This is done either by positioning the cursor on the mistake and pressing CAPS SHIFT and the "O" (Delete) Key or from the Sub Delete Mode which has the ability to remove full lines of text, single words, or spaces between words, (columnar text). Unless you need to remove full lines, etc, the CAPS SHIFT-DELETE is probably the easiest to use. You can also remove large blocks of text by marking them, (block marker) and removing them, (remove marked text). 3-Inserting Characters. This is done by positioning the cursor where you want to insert text and pressing FUNCTION-I for insert, typing in the needed text, then pressing FUNCTION-M for merge text, and you have completed adding to your document.

Entering and editing text with MSCRIPT is very easy. But a word processor is supposed to print text to paper. Well MSCRIPT handles this very well also. The user needs to first set perimeters, like justification, line length, page length, line spacing, page spacing, and left margin. These are set either by a "Y" for yes/on or "N" for no/off or by a numeric value. These perimeters can be set either from the PRINT MENU or may be imbedded within the body of your text. (Imbedded printer commands). Once these are set press ENTER and MSCRIPT sends your text to the printer and it is formatted the exact way you want.

MSCRIPT is written to be used with the AERCO CENTRONICS INTERFACE and MSCRIPT has a built in printer driver. The documentation for printer operation, (DIP Switch settings, etc.) is non-existent. I didn't have to change the switches in my printer, but a reference to possible switch settings would have been nice just in case it was needed.

I've just touched on some of the basics of MSCRIPT's operation, there are many more things that MSCRIPT does, which will be a basis for another article. All in all I give MSCRIPT an A+ as far as ease of operation and well written documentation. If you are in the market for a word processor, this one deserves serious consideration. The price for MSCRIPT is \$69.95 from both 21st Century Electronics and Thomas B. Woods Co.

See you next month, Til then, Happy Computing.
Frank

PAID ADVERTISEMENT

*** TIMEX/SINCLAIR SOFTWARE ***

25 Programs available for the T/S 2068, 1000, 1500, & ZX 81. Utility, entertainment, and education programs only \$8 for the first tape, \$7 each thereafter! Programs include a word processor, label maker, poker, black-jack, state and world capitals, battleships, U.S. presidents, & pinball.

A list of 100 T/S dealers of hardware and/or software also is available.

Send self addressed, stamped envelope for catalog. Send \$ASE plus \$1.50 for the dealer list to: JACK DEUBER, P.O. BOX 305, CASSELBERRY, FL 32707

Software Review
T/S 2068
CHECKBOOK MANAGER
© 1982 by Purple Sunrise
TIMEX/SINCLAIR Label
Catalog No. 62004
Current Price Unknown

Reviewed by Mel Roult

Checkbook Manager does a lot of the things that you would like to have a simple home accounting program do. It permits you to establish a running record of deposits and withdrawals. It also permits you to categorize each record so that you can review at later dates any specific kinds of expenditures.

To enable you to do these various tasks you are provided with two menus. The first being the primary decisions regarding the nature of the task you wish to achieve. It is a dark color background on monochrome or color display (see figure 1).

Once you have selected a task, the screen displays a work page for you to enter your data (see figure 2). Once you have made your entries you will automatically fall into menu 2, Categories (see figure 3). Your task is to select some specific classification of your expenditure. Once you have done so you will then automatically return to the first menu and you begin the process all over.

Once you have created your file you may now do a variety of other tasks. You have a search capability similar to that experienced by many of us with PRO/FILE. You can also copy any of the transactions to the T/S 2040 printer.

Sounds good so far, right? Well hold onto your ram because now we will take a hard look at the drawbacks. The program is slow. How slow? Well, it cannot be compared to the kind of speed we have grown use to in Tom Woods wonderful programming. What makes it so slow?

Well most of it is inefficient programming. Secondly the program suffers a case of "cutes."

Unfortunately, both of these items are linked together which further slows things down. In the case of inefficiency a number of subroutines are listed near the end of the program. Thus it takes time to read the listing (by the computer), to find them and execute their instructions. More efficient programming would put redundant subroutines early in the listing. They would be found quickly and executed sooner.

Now, about those "cutes." The same subroutines we just discussed are graphic routines that paint the screen. When we execute a search for any given transaction (deposit or check) we get a "cute" little reproduction of a check or deposit (see figures 4 & 5). Takes time to draw all that boundary and underlining plus search the data and then print it to the screen. O.K., so it is novel and perhaps makes a single transaction have a certain bit of esthetics.

Sadly however, if you wish to review a series of transactions you will discover that you have to go through these "cutes" for each one instead of just a listing in some table form. This of course makes it practically impossible to review all similar expenses, or deposits, in one fell swoop. By the time you have gone through all the screen painting,

especially if your review has any length, you will most likely have forgotten what you saw much earlier. Of course you could keep a pen and pad at hand and make notes.

Ah yes, make notes - so why not use the printer? Yes indeed, lets use the printer. BUT the only way to use the printer is in the COPY mode! That's right, you get to use great volumes of paper copying all those "cutes." Isn't that wonderful? You will note that menu 1 has no printer option. Each time the screen is painted you are asked if you want a COPY. What a shameful waste of time and thermal paper.

Now, one other MAJOR fault. None of the data input routines allow you the opportunity to correct any entry error. If you blow it on data input, unless you are a very clever programmer, you will not be able to correct and have to START FROM SCRATCH! What a bummer! Of course if you are a wizz bang programmer you won't be using this program anyway.

In conclusion: there must be something far superior out there. If not then don't buy this one unless you are good at programming and are willing to spend an awful lot of time overhauling it or unless you have infinite patience. I did forget to mention that there is an initializing routine in which you date the program before you get to menu 1. Sorry about the oversight but I suggest you date it "DUD."

FIGURE 1

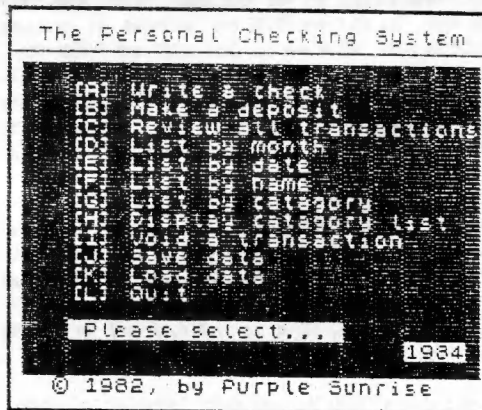
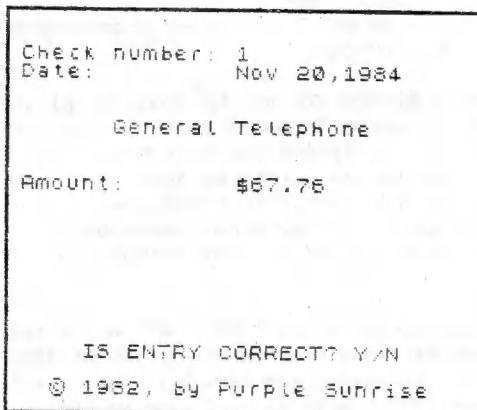


FIGURE 2



INSIDE

FIGURE 3

Categories: [Any key for menu]

- (A) Automotive
- (B) Vacation
- (C) Food
- (D) Heating
- (E) Clothing
- (F) Home Improvements
- (G) Mortgage/Loans
- (H) Insurance
- (I) Paycheck
- (J) Medical Care
- (K) Cash- Personal
- (L) Rent
- (M) Telephone
- (N) Special 1
- (O) Special 2
- (P) Special 3

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FIGURE 4

Deposit

Nov 18, 1984

Abundant Corp.

Paycheck

Amount: 150.00

Balance Forward: 300.00

For a printer copy, press (C)
Press any other key to go on.

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FIGURE 5

Check

Nov 20, 1984

General Telephone

Telephone

Amount: 67.75

Balance Forward: 202.24

For a printer copy, press (C)
Press any other key to go on.

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* PRO/FILE 100 PAGE MANUALS OUT

Feb. 26, 1984- Tom Woods reports his 100 page manual for T/S 2068 Pro/File is finished and is now shipped with orders. Those who purchased the program previously have had their copies mailed to them. The manual is 143 pages in length now due to discoveries of the true potential of this great program.

The book is available to those who have the program but did not get the coupon to send in. Price is \$19.95 plus \$1.50 postage no questions asked. The program and cassette is \$29.95 and \$1.50 P.H.

THOMAS B. WOODS
P.O. BOX 64
Jefferson, NH 03583

***** WP package *****

by Art Johnson

WORDSYNC II, may just be the best word processor available for the T/S 1000 computer and a 2040 printer combination. Upper and lower case, line wrap, block delete or move, expanded print and more.

Loading time for the program is 3:25 minutes and as it is auto run the screen comes up with the menu:

1. START NEW
2. CONTINUE
3. LIST
4. DELETE
5. MOVE
6. SEARCH
7. REPLACE
8. PRINT
9. SAVE

After initializing the program by pressing "1" than "c", the flashing cursor appears at the top of the screen and the number 8000 at the bottom center. This is the number of free bytes left in memory and is constantly updated as text is entered. At the bottom right of the screen is a mode indicator, either "L" for letter mode or "F" for function mode. In the letter mode unshifted letters are lower case and shifted letters are upper case, using the function mode gives you punctuation and 20 special characters. In the letter mode all keys are auto repeat and the speed of repeat is adjustable. The program is also adjustable from 16K to 64K.

The printing format allows for 42, that's right, I said 42 characters per line and a provision for taking up to 38 spaces in a line. The search option allows a search string 90 characters long and the replace option is also 90 characters long. If you don't like what you have replaced, you can recall the old string and put it back where it was.

Editing in this program is very good, you just press shifted "1" anytime the cursor is flashing and this will get you back to the menu, then you press "3". This will bring up the first screen full of text on screen along with options to, return to the menu, display next screen of text, or work on. If you press "U", this places the cursor at the beginning of the text, there is full cursor control by using the normal arrow keys to get to where you wish to effect change in the text.

The manual that comes with WORDSYNC II is quite complete and I found easy to follow. It is comprised of two 8 1/2"x11" pages, each page is three columns wide across the 11" width and printed in the WORDSYNC script.

The screen display for this processor is a little unusual as it is not the same as the printed version, but once you get used to it there is really no problem

The print option gives you the choice of pages or one long print out, if you choose pages, then you can specify the number of lines per page and the number of pages up to 99.

I think you will agree with me that this is a powerful program for the TS 1000/2040 combination. There is also a version for full sized printers using a MEMOTEK Centronics Interface.

... Art Johnson...



THE HELP WINDOW is a new feature for all of our members to ask questions of everyone who is reading our newsletter all across the U.S.A. There will be no charge for this service.

Each question shall be given a "Q" number so that persons who answer the questions will have a reference number for us to match with the questions.

Those wanting a quick answer may place their name and phone number in the newsletter at their own risk. We mail 200+ pieces of mail every two months to people who have questions and answers!

*** TAS BAM SOFTWARE LIBRARY ***

Following is a listing of available software for the ZX 81, the T/S 1000 & 1500 computers only!

The procedure for borrowing the programs is simple. Contact our programs librarian, J.C. Cushman at a meeting or through the mail and indicate which program you wish to use. If you wish to do this through the mail, send one cushioned mailer envelope, self addressed and postage applied, a note requesting the tape you are in need of and a blank tape to J.C. Cushman, 1102 Tangerine Dr. New Port Richey, FL 33552. Upon getting these items, J.C. will, at his convenience, make a copy of the tape (public domain), or send you the original Timex tape for you to preview. Please send all original Timex tapes back to the librarian.

If you have any questions, write or call J.C. or catch him at a meeting.

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HAPPY COMPUTING!...THE EDITORS

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